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5-ISSUE
LIMITED SERIES

GHOST MACHINE

THE OFFICIAL GUIDEBOOK

THE UNNAMED
JOHNNY APPLESEED TO ZIGZAG

COVER BY **GARY FRANK**

RATED **T** (TEEN)

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GHOST MACHINE

THE OFFICIAL GUIDEBOOK

VOLUME TWO

THE UNNAMED

JOHNNY APPLESEED to ZIGZAG

JOHNNY APPLESEED • 2
JUNKYARD JOE • 3
MORRIE "MUDDY" DAVIS • 4
THE MUNN FAMILY • 5
NATE, THE NUCLEAR KNIGHT • 6
NIGHTCRAWLERS • 7
THE NORTHERNER • 8-9
THE ORGAN PEOPLE • 10
ORGANGRINDER • 11
PRESIDENT GRIFFIN • 12
PRESIDENT SARA NASH • 13
REDCOAT • 14-15
SAFARI BOB • 16
ST. LOUIS STRAYS • 17
SKELETON KEY • 18
THE TIME TANK • 19
THE WESTERN WARLORDS • 20-21
WIDOW X • 22
ZIGZAG • 23

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THE UNNAMED

Throughout history unlikely and strange heroes have risen and fallen. These men and women are a mystery, their identities and lives a secret. From a radioactive family man in the near future to an immortal British redcoat born from the Revolutionary War to a robotic killing machine seeking peace – and more – they are THE UNNAMED fighting an UNKNOWN WAR.

ISSUES 1&2

THE UNBELIEVABLES

Across the world, people with remarkable—and sometimes inconceivable—abilities and beginnings, all try to hide behind ordinary lives. A time-traveling family lost in the present. Two teenagers destined to rule Heaven and Hell. A trillionaire kid chasing the one thing money can't buy. And many, many more—each on an odyssey shaped by the impossible. What binds them isn't their secrets, but the bonds they forge—love, friendship, and sacrifice—as dangerous forces rise to exploit what the world will come to know as THE UNBELIEVABLES!

ISSUE 3

ROOK EXODUS

Struggling people from Earth were given a second chance on the Planet Exodus; a terraformed world where every aspect of nature is controlled by humanity; including the imported and genetically altered animal life. Now, Wardens of the world, who wear helmets capable of commanding the animals, have been left behind as the world begins to die. Those Wardens must now fight to either save or escape Exodus.

ISSUE 4

HYDE STREET

There is a street. Just around the corner, both familiar and unknown. A street branching off every small-town square and cutting through every big-city avenue. It is a place where the wicked and cruel are drawn, to the crossroads of morality and madness, with the inevitable destination of not merely death but something far worse. Every decade, a new resident is chosen by the enigmatic scorekeeper who presides over this putrid purgatory.

ISSUE 5

JOHNNY APPLESEED

BIRTH NAME: John Chapman
AGE: 42 (in 1816) **HEIGHT:** 5′ 10″
WEIGHT: 162 lbs
EYES: Brown **HAIR:** Brown

FIRST APPEARANCE: REDCOAT #9 (2025)

HISTORY: Born in September 1774, the man known to history as Johnny Appleseed, real name John Chapman, was a living legend in his time. A pioneer nurseryman, Johnny introduced and popularized the revolutionary concept of growing apple trees from seeds rather than relying solely on grafting techniques. Through his efforts, he cultivated apple orchards across Illinois, Indiana, Ohio, Pennsylvania, West Virginia, and Ontario, Canada, leaving a lasting mark on the American landscape. He accomplished this in part with magical apple seeds he stole from John Adams' farm in Quincy, Massachusetts, though Adams himself had come into them through less than honorable circumstances.

Known for his humble appearance, often clad in simple, homespun clothes and a pot for a hat, Johnny was ahead of his time in championing conservation and living in harmony with nature. His deep compassion extended to all creatures, from people to animals to insects. Johnny's warmth, generosity, and unwavering principles earned him widespread respect and affection, making him a beloved figure in the young United States.

In addition to his work planting apple trees, Johnny sought meaningful connections with others, including the immortal British redcoat Simon Pure, whom he viewed as a kindred spirit. Despite their stark differences, Johnny saw immense potential in Simon and believed he was destined for greatness. Their annual meetings were a testament to Johnny's optimistic and far-sighted nature and deep friendship with Simon.

Johnny died on March 18, 1845, leaving behind an estate of over 1,200 acres of land brimming with thriving apple orchards, a monumental achievement for the era. His memory endures through statues, schools bearing his name, and even a commemorative U.S. postage stamp. A man wholly devoted to his mission, Johnny never married or had children.

There is much more to Johnny's death than is publicly known.

But that's a tale for another time...

ABILITIES: Johnny Appleseed was a master at establishing nurseries and fostering sustainable agriculture across the Midwest and eastern United States. Additionally, he was somehow able to sense magic within people, places, and objects, and was familiar with a handful of spells. However, Johnny's most celebrated skill was the creation of hard apple cider, reputed to be the finest the world had ever known...a drink of such legendary quality that it became a cherished part of his legacy. Combined with his kindness and vision, Johnny's contributions to horticulture and his enduring myth remain unparalleled. ●

Text: GEOFF JOHNS. Art: BRYAN HITCH & BRAD ANDERSON.

JUNKYARD JOE

BIRTH NAME: Unit Beta
AKA: Joe
AGE: 51 **HEIGHT:** 6'2"
WEIGHT: 345 lbs
EYES: Red **HAIR:** None

FIRST APPEARANCE: GEIGER VOL. 1 #6 (2022)

HISTORY: Developed by a secret government program, the robot known as Junkyard Joe was designed to be the ultimate soldier—a ruthlessly efficient killing machine that follows any orders it's given.

In 1972, the robot joined a platoon nicknamed the Junkyard Dogs in Vietnam to assess if the United States could win the war. Disguised as a human, the robot's ruse was soon dispelled during an ambush, but it became a silent, trusted comrade to its fellow soldiers. They called him Joe. As part of the platoon, Joe soon observed and learned firsthand about the humanity it was programmed to both protect and destroy. When the platoon was ambushed by enemy soldiers, killing all but one, Joe overrode his programming to return to base and instead hunted down and massacred the enemy in retribution. When Joe realized the "enemy" included the death of a small child, Joe's programming could not compute such a loss and it shut itself down. As a result, President Nixon felt the war could not be won and began the United States' withdrawal from Vietnam.

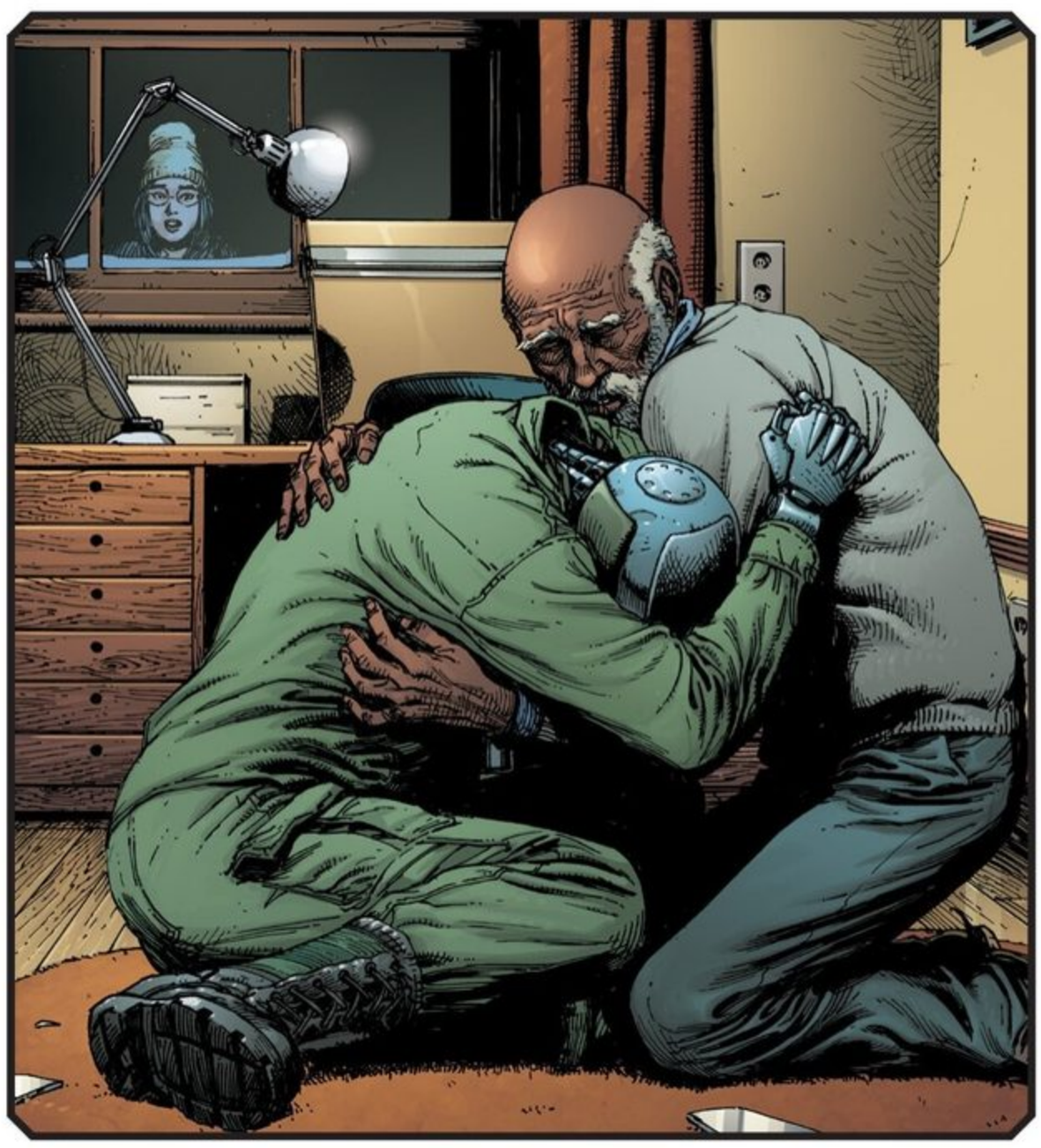
The lone survivor of the Junkyard Dogs—Morrie "Muddy" Davis—was injured and sent home believing he had merely imagined the robot soldier named Joe. Upon his return, Muddy created a long-running and beloved newspaper comic strip called Junkyard Joe, based on what he thought was a dream.

Fifty years later, the real Joe appeared at Muddy's home in Melody Hills, Indiana, believing Muddy had created him. But Joe was being tracked by a rogue U.S. scientist called The Custodian who was his actual creator. Ultimately, Joe again rejected his original programming by protecting Muddy and the people of Melody Hills from The Custodian and his hired assassins.

Twenty-five years from now, the remains of the U.S. Army brought Joe back online after a long inactive period, to eliminate Tariq Geiger, aka The Glowing Man. Geiger ultimately stopped Joe, causing Joe to remember his days in Melody Hills. After saving Geiger's life, Joe joined in with Geiger's growing group, all seeking answers about The Unknown War and how it started.

ABILITIES: Junkyard Joe's robotic body gives him enormous strength. Joe's computer brain allows him to learn quickly and react with inhuman speed. Joe's robotic sensors provide vision up to several miles. Joe's metal shell is made up of several compounds, theorized to be enough to withstand an atomic explosion (approximately 500,000 degrees Fahrenheit). It remains to be seen whether Joe has other functionalities that have not yet been revealed. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.



MORRIE MICHAEL "MUDDY" DAVIS

AGE: 72 **HEIGHT:** 5′ 9″
WEIGHT: 157 lbs
EYES: Brown **HAIR:** White

FIRST APPEARANCE: GEIGER VOL. 1 #6 (2022)

HISTORY: Born and raised in Melody Falls, Indiana, Morrie "Muddy" Davis transformed his trauma from service in the Vietnam War into a powerful fixture of American pop culture.

Drafted by the U.S. Army in 1970, 18-year-old Muddy was shipped to Vietnam's front lines, joining D Company, affectionately referred to as "The Junkyard Dogs." Late in his service, Muddy and his platoon were introduced to a new member: a silent, stoic soldier with no discernible name. That night while patrolling the jungle, the Dogs were ambushed by North Vietnamese forces, and the new soldier jumped into action taking out each enemy soldier with precision.

In doing so, it was revealed this new soldier was in fact a robot, programmed to protect and defend the platoon (and, unbeknownst to the platoon, provide the Pentagon with an unvarnished assessment of the war). In reference to their platoon, the Dogs called him Junkyard Joe.

Muddy was the first to befriend Joe, and the others followed suit.

Soon thereafter, the platoon was brutally slaughtered, and the only person Joe could save was a wounded Muddy. The experience haunted Muddy for the rest of his life. Shipped back home to the States, he began to believe he had just imagined the robot soldier who saved his life.

Once back in Melody Hills, Muddy married his high school sweetheart Rita and, inspired by his experiences, sold his comic strip idea to a syndicate. Called "Junkyard Joe," the strip starred a robot soldier and his platoon, and humorously depicted basic training with subtle commentary on many veterans issues close to Muddy's heart throughout its 50-year run.

Reclusive in his post-Vietnam life, he let "Junkyard Joe" do the talking for him. He ended the strip after Rita died of cancer, leaving him rudderless and alone for the first time in his life. This time coincided with Muddy meeting his new neighbors, the Munn family, who would soon provide an emotional compass for the cartoonist. This period also re-introduced him to the real Junkyard Joe, who escaped military storage to find his "creator" (thanks to the comic strip) and long-lost friend. Stunned, Muddy realized he didn't imagine Joe at all.

Soon Joe's actual creators descended upon Melody Hills to reclaim the robot, killing any witnesses in their way. With the help of Muddy and the Munns, Joe defeats these assassins and the entire town of Melody Hills embraces him and Muddy.

Thanks to the enthusiasm of the Munn family, Muddy unretired the "Junkyard Joe" strip and continues to write and draw it in newspapers throughout the United States.

ABILITIES: Muddy is a highly skilled artist and storyteller who has entertained and inspired millions throughout the world. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

THE MUNN FAMILY

BIRTH NAME: Samuel Munn
AGE: 45 **HEIGHT:** 6′ 1″
WEIGHT: 184 lbs
EYES: Blue **HAIR:** Light brown

BIRTH NAME: Grace Munn
AGE: 17 **HEIGHT:** 5′ 5″
WEIGHT: 121 lbs
EYES: Brown **HAIR:** Black

BIRTH NAME: Emily Munn
AGE: 15 **HEIGHT:** 5′ 1″
WEIGHT: 103 lbs
EYES: Brown **HAIR:** Black

BIRTH NAME: William Munn
AGE: 12 **HEIGHT:** 4′ 5″
WEIGHT: 87 lbs
EYES: Brown **HAIR:** Black

FIRST APPEARANCE: JUNKYARD JOE #2 (2022)

HISTORY: The Munn family's story began in the San Francisco Bay Area. Sam grew up immersed in the tech culture of Silicon Valley, developing a deep knowledge and appreciation of electronics and computer technology. After graduating at the top of his class from Carnegie Mellon University, he met Angela, a talented fine artist with beauty and a sense of humor. Within two years, they married and soon had three children: Grace, Emily, and Will.

As the children grew, Sam built a successful career across various tech companies, while Angela thrived as an artist, earning recognition through multiple gallery showings. Inspired by her mother, Emily developed her own artistic talents, often watching Angela at work as she drew in her mother's studio beside her.

Tragedy struck when Angela was diagnosed with an aggressive form of cancer. Within six months, she was gone, leaving the family devastated. Struggling to move forward, Sam took an I.T. job in Indiana, relocating the family away from painful memories.

In Melody Hills, Indiana, they moved next door to legendary cartoonist and recluse Muddy Davis, the creator of the beloved Junkyard Joe newspaper strip, which Sam grew up reading. Like Sam, Muddy had also recently lost his wife and retired from his life as a cartoonist.

In a remarkable twist of fate, the real-life inspiration behind the comic strip—the robotic soldier Junkyard Joe, whom Muddy encountered during his service in Vietnam—unexpectedly appeared at Muddy's doorstep, believing he had finally come home. Before long, all three Munn children discovered Joe, unwittingly entangling themselves in the dangerous search for him led by his enigmatic creator, The Custodian.

Determined to reclaim his lost machine, The Custodian and his mercenaries hunted down anyone who had encountered Joe. Their brutal rampage threatened the Munn children—until Joe, witnessing Emily being held at gunpoint, turned against The Custodian and eliminated the threat.

When the federal government arrived to retrieve Joe, the people of Melody Hills—led by Emily and her family—stood their ground, refusing to let him be taken.

Since that day, the Munns, Muddy, and Joe have formed a close-knit bond. Sam and Muddy found solace in shared grief. Emily, under Muddy's mentorship, has rapidly honed her artistic skills. Grace, despite pretending to be indifferent, longed for a sense of family again and has found that. And Will? He's just happy to have a robot friend who seems to enjoy his jokes, pranks, and good-natured juvenile hijinks.

ABILITIES: SAM is highly skilled in electronics and Internet-related technologies making him ideal for troubleshooting Joe when the need arises.

GRACE has impeccable taste in fashion and her charisma often makes her the center of attention, or at least she wants to be.

EMILY continues to refine her artistic talents under Muddy Davis's mentorship, keeping her mom alive through her art.

WILL is a master of mischief who avoids thinking too much about the responsibilities of adulthood—unless it involves preparing for his driver's license by playing *Gran Turismo*. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

NATE THE NUCLEAR KNIGHT

BIRTH NAME: Nathan Richard Etter
AGE: 39 **HEIGHT:** 6′ 3″
WEIGHT: 258 lbs
EYES: Blue **HAIR:** None

FIRST APPEARANCE: GEIGER 80-PAGE GIANT #1 (2022)

HISTORY: Born 15 years before the Unknown War, Nate grew up in Dayton, Ohio, the son of a schoolteacher and a farmer. After the bombs dropped, Nate survived, though he's shared little of his life between that of Ohio and arriving Las Vegas. First hired as security by the original King at The Camelot casino, he was eventually anointed a prize position as one of The King's armored soldiers, the Nuclear Knights. When The King mysteriously died, Nate did the bidding of his twisted son, Prince Jeremiah, who ascended to be the new King after he banished his mother, The Queen, to the "dungeons" below the casino floor.

Nate was called upon many times to maintain order through horrific acts of violence, as directed by the petulant new King. But the one thing The King could not seem to control was the hushed whispers of a mysterious Glowing Man. Nate was often among a contingent of Knights sent out in search of this desert legend. One night, Nate did encounter The Glowing Man and lost that first battle, barely escaping with his life.

Months later, The King himself led an armada against The Glowing Man during which Nate observed the nuclear nomad in action. Upon seeing him as a normal man only trying to protect his family and then two orphans, Nate grew to admire Geiger's sense of altruism, which was foreign to the culture of The Camelot he was coming from. Ultimately, The King and most of the Knights were atomized during their final confrontation leaving Nate as one of the few to survive.

The Queen bid him to hunt down Geiger, and he tried to hire the immortal mercenary Simon Pure to help him, until Simon was shot dead. (Unbeknownst to Nate, death is merely a temporary trifle to Simon.)

Reevaluating his life's purpose, Nate decided to pursue Geiger in hopes of becoming a squire of sorts to his "hero" and finding a purpose to help those in need as he believed The Glowing Man did. Despite Geiger's violent actions, Nate sees something in him than even Geiger himself doesn't. Whether Nate's belief is correct—that The Glowing Man is more of a force of good than of violence—remains to be seen. But Nate has faith.

Nate is not much of a reader or well educated. He often says the wrong thing at the wrong time, and he can be clumsy, awkward, cowardly, and lack self-confidence. But Nate has a good heart and a genuine desire to be a better person, ally, and friend to those around him.

It's recently been revealed that Nate has terminal cancer, caused by that run-in with Geiger several years earlier. Geiger is not yet aware of what he has done.

ABILITIES: Nate has no special abilities, which he is all too aware of. He wears protective armor to shield him from the atmospheric radiation and the many threats he encounters in the wastelands. His armor also gives him heightened strength and he wields a sword with some level of skill. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

NIGHTCRAWLERS

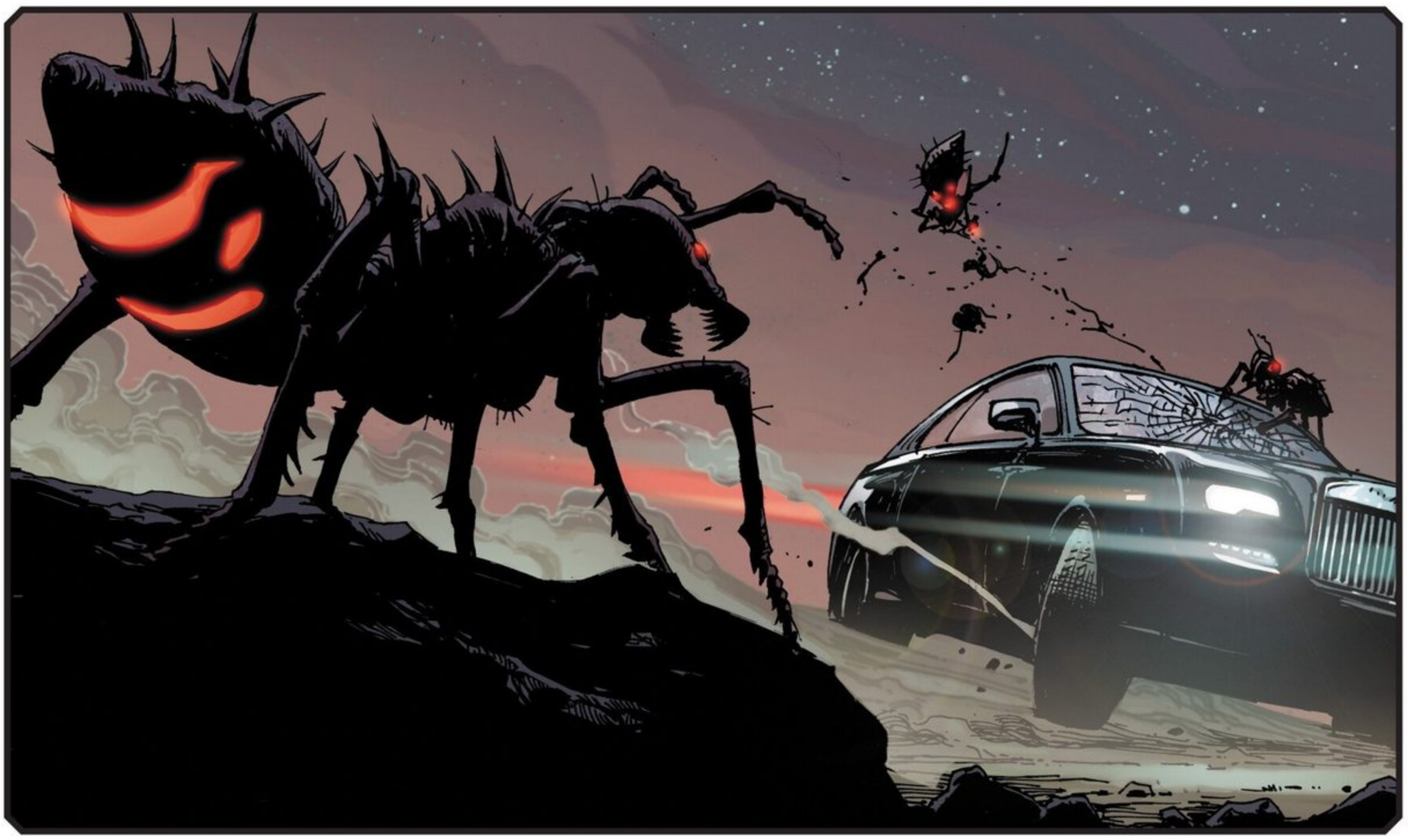
FIRST APPEARANCE:
GEIGER VOL. 1 #2 (2021)

HISTORY: The nuclear bombs dropped during The Unknown War devastated the global ecosphere, leading to mutations in wildlife that once only existed in the realm of science fiction. Among these altered creatures are the "Nightcrawlers," a name given to the mutated insects and animals of North America. Their numbers and species remain unknown, but they continue to thrive and evolve, posing a deadly threat to the scattered remnants of humanity.

One confirmed species is the ant. These colonies have grown to monstrous forms, with individual ants ranging from the size of rats to horses. They prowl the desolate roads by night and infest abandoned structures, preying on anything unfortunate enough to cross their path. Their exoskeletons, while not entirely bulletproof, are incredibly durable, and their collective intelligence and coordination make them efficient hunters. They operate in packs, fiercely defending their nests and providing for their elusive queens.

Despite numerous reports, no photographic evidence has surfaced of the enormous Queen Nightcrawlers said to rule these colonies.

Recently, rumors have spread that remnants of the former U.S. government have captured and trained Nightcrawlers, weaponizing them for shadowy, unknown purposes. ●



Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

THE NORTHERNER

BIRTH NAME: Malcolm North
AGE: 35 **HEIGHT:** 6′
WEIGHT: 194 lbs
EYES: Brown **HAIR:** Black

FIRST APPEARANCE: JUNKYARD JOE #6 (2023)

HISTORY: In a 1964 America where the South won the Civil War, Malcolm North lived a quiet, isolated life as an autoworker in Detroit, Michigan. With no family and few close friends, Malcolm kept his head down, turning away from growing unrest over the deportation of Black men and women caught crossing the heavily fortified border between the Northern United States and the Confederacy—until his own co-workers were targeted.

Everything changed when he was approached by an older woman who claimed the world he knew was wrong. A clandestine organization calling itself the Department of Historical Preservation had uncovered evidence that history had been twisted. A hostile group had discovered time travel and altered the outcome of the Civil War, creating Malcolm's divided Americas.

Malcolm dismissed her at first—until she returned with proof: archival footage of Martin Luther King Jr.'s "I Have a Dream" speech, delivered at the Lincoln Memorial in a history Malcolm's world never allowed to exist. Confronted with a version of America where the North won, King lived to speak to millions, and the country followed a different path, Malcolm began to believe his reality may have been altered.

The Department's answer was paradoxically simple and impossible: send Malcolm back to 1864 to stop an enemy operative from ensuring the Confederacy's victory, and restore the "correct" history.

Using barely understood time-travel technology stolen from its enemy The Restoration Guild, the Department launched Malcolm into the past. The system misfired. He somehow first detoured to 1914, where he crossed paths with the immortal Simon Pure, before being catapulted to 1864. There, with Simon's reluctant help, Malcolm hunted down the enemy agent known as the Cobbler and stopped him from further aiding the South. The Civil War's outcome shifted. The North won. The divided America Malcolm came from was erased.

Malcolm, however, did not go home. Instead, he was thrown forward in time, overshooting his intended return and landing roughly twenty years after the Unknown War had burned the modern world down in nuclear fire. In this irradiated future—where no one knows who started the war and everyone blames everyone else—Malcolm realized a brutal possibility: by helping the North win and enabling a united America, he may have helped create the conditions for the very bombs that ended it all.

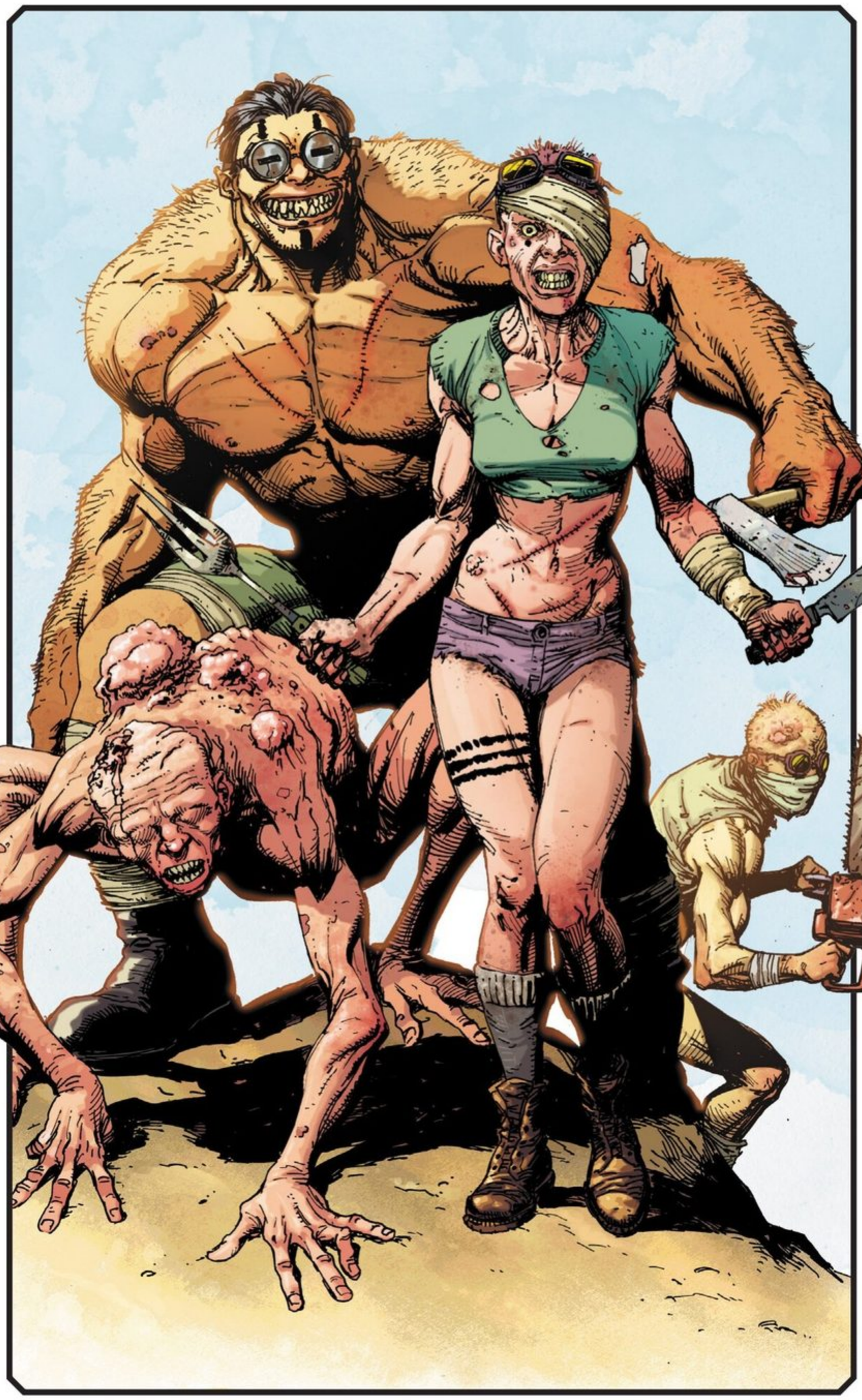
Stranded in the wasteland, Malcolm clings to purpose. He comes to believe his new mission is to "rewrite" this war the way he rewrote the Civil War—to find the who and why behind the Unknown War and, if possible, prevent it. That belief draws him into the orbit of Tariq Geiger, the Glowing Man, and eventually to the Time Tank: a World War II German Panther V tank dropped from nowhere and refitted as a mobile time weapon.

Whether Malcolm has truly been sent to stop the Unknown War, or whether forces he barely understands are using him for a larger design, remains unresolved.

ABILITIES: The Northerner wears a specialized watch linked to the Department of Historical Preservation. Rather than sending clear orders, the Department uses it to trigger "drops"—weapons, supplies, and, most recently, the Time Tank itself—delivered through unstable time-slips. The watch is often silent, and Malcolm is unsure who controls it... or if they still exist in his current future.

A former autoworker turned temporal operative, Malcolm is an experienced marksman, field tactician, and vehicle operator, capable of piloting the Time Tank and interpreting the "puzzles" built into its controls and interior. He approaches conflicts like a surgeon: methodically and precisely cutting out rot before it spreads. His greatest asset isn't raw power, but his relentless conviction that history can be edited—and that, given the chance, he can rewrite a war.

Text: GEOFF JOHNS. Art: BRYAN HITCH & BRAD ANDERSON.



THE ORGAN PEOPLE

FIRST APPEARANCE:
GEIGER VOL. 1 #4 (2021)

HISTORY: The Organ People is a name given to a sub-culture of society deeply affected by the consequences of the Unknown War. When the nuclear bombs dropped, survivors within the United States needed to deal with the immediate radiation and fallout. Some sought shelter inside hastily rebuilt cities with containment shielding, but others had no choice but to adapt to the toxic environment outside... and of those poor souls, some refused to wear radiation suits and masks. These rebellious people and their offspring were mutated beyond recognition, which makes encounters with them especially terrifying. Drawn to one another, families and individuals came together to create their own savage form of community.

Out in the open and lawless territories, those unfortunate enough to be captured by the Organ People usually first have their organs removed in barbaric surgical procedures. The victims' relatively healthy organs are then used to replace the tumor-riddled organs of the Organ People. Often, these ill-performed operations fail, and the patients are cannibalized.

The Organ People seek out large areas of shelter such as airports and indoor malls. When they travel, their caravans are often made up of modified medical vehicles, such as ambulances and food trucks, both of which serve as mobile units to perform their operations and cook their meals.

It has not been confirmed if there is a greater hierarchy or organization between disparate Organ People communities, but rumors persist that a doctor of former prominence before the Unknown War, known simply as THE SURGEON, leads and commands them.

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

ORGANGRINDER

BIRTH NAME: Unknown
AGE: Unknown **HEIGHT:** 6′ 6"
WEIGHT: 240 lbs
EYES: Black **HAIR:** Black

FIRST APPEARANCE: RADIOACTIVE REVOLUTION #1 (2026)

HISTORY: Across the toxic wastelands of middle America, survivors speak in hushed voices about a figure known only as Organgrinder. Some claim he is the ruler of the savage Organ People, the desperate cannibalistic scavengers. Others insist he is something far worse—a hunter who stalks the ruins with a human army, leaving behind carefully carved remains as a warning to those who cross his path. And still others believe Organgrinder is nothing more than another wasteland myth, spoken of in the same breath as The Glowing Man, Minister Madness, or the many horrors rumored to roam America. The truth is, Organgrinder rules both humans and the Organ People. He is a bridge between both.

Those few scattered reports that exist of Organgrinder describe a towering figure whose body appears assembled like a grotesque jigsaw puzzle—skin etched with surgical scars from countless organ replacements. As radiation and time slowly destroy the organs within him, Organgrinder replaces them with new ones taken from the unfortunate souls who cross his path.

Unlike the feral Organ People who butcher their victims in desperation, Organgrinder operates with chilling precision. He removes what he needs, sutures it into his own failing body, and moves on. But survival alone was never enough. Where the Organ People once scavenged blindly, he taught them discipline. Selection. Clean harvesting. Preservation. Soon they were no longer merely scavengers. They became collectors.

Under Organgrinder's direction, a grim network now stretches across the poisoned territories of the Midwest. Travelers, drifters, and captured rivals are moved through trafficking routes controlled by Organgrinder—ending in holding sites whispered about only as "the farms." There, human captives are kept alive, bred, and monitored as living reservoirs of spare organs. A body that fails is replaced. A useful one is preserved. Nothing is wasted.

Among the Organ People, Organgrinder is treated with something close to reverence. Many refer to him by another title: The Curator. To them, the human body is not sacred. It is a collection. And Organgrinder is the one who decides which pieces are worth keeping. Yet even his carefully maintained body continues to decay under the relentless effects of radiation.

Recently, Organgrinder has turned his attention toward something far more valuable than ordinary prey. Rumors have reached him of individuals who appear immune to the fallout of the Unknown War—people whose bodies do not break down under radiation's poison. Among them: a man they call The Glowing Man. If such beings truly exist, Organgrinder believes they may hold the one thing he has never been able to steal from another body: permanence. And if that means carving it out of living legends—so be it.

ABILITIES: Though his origins remain unknown, Organgrinder possesses remarkable surgical knowledge and anatomical expertise. Using scavenged instruments and improvised operating environments, he is capable of removing viable organs from victims and transplanting them into his own body with disturbing success. These skills separate him from the other Organ People, whose crude butchery rarely preserves organs for long. Under Organgrinder's leadership, however, their brutal practices have evolved into something far more dangerous: a coordinated harvesting operation capable of sustaining entire groups of followers—and the man who commands them. For now, the organs continue to work. For now, Organgrinder lives.

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

PRESIDENT GRIFFIN

BIRTH NAME: Holloway Griffin
AGE: Unknown **HEIGHT:** 6′ 2″
WEIGHT: Unknown
EYES: Unknown **HAIR:** Unknown

FIRST APPEARANCE: GEIGER #5 (2024)

HISTORY: Before the Unknown War, Holloway Griffin served as the United States National Security Advisor. When the nuclear bombs fell, Griffin was among the few senior officials left alive—and the only one prepared to act. Griffin believes the United States did not end with the bombs—it was simply reduced to those strong enough to rebuild it.

From the New White House somewhere along the East Coast, Griffin now governs what remains of the United States east of the Mississippi River. The shattered western territories have largely fallen under the control of the Western Warlords and their rival factions, forcing Griffin to maintain uneasy arrangements with many of them to preserve the tattered fragments of the nation.

The broken remnants of the U.S. military now answer to General Lydia Blackwood, Griffin's most trusted commander. Where Griffin provides the long view—the strategy for a nation that may yet rise again—Blackwood acts as his sword and shield, enforcing his will across the wasteland and forging alliances with those Griffin deems useful. Their bond was formed long before the Unknown War during a night of unspeakable horror known only between them as the Georgetown Incident. Griffin was not yet President then, but he recognized in Blackwood a spirit much like his own—unyielding, pragmatic, and fiercely loyal once that loyalty is earned. Only they know what transpired that night, but it nearly killed them both and left Holloway Griffin forever changed. After this, he was covered in the bandages he now wears.

Among Griffin's other advisors is the enigmatic scientist code-named The Custodian, creator of the robot soldier Junkyard Joe. The Custodian now operates with Griffin's support to recover the lost machine—provided the mission serves the President's broader strategies.

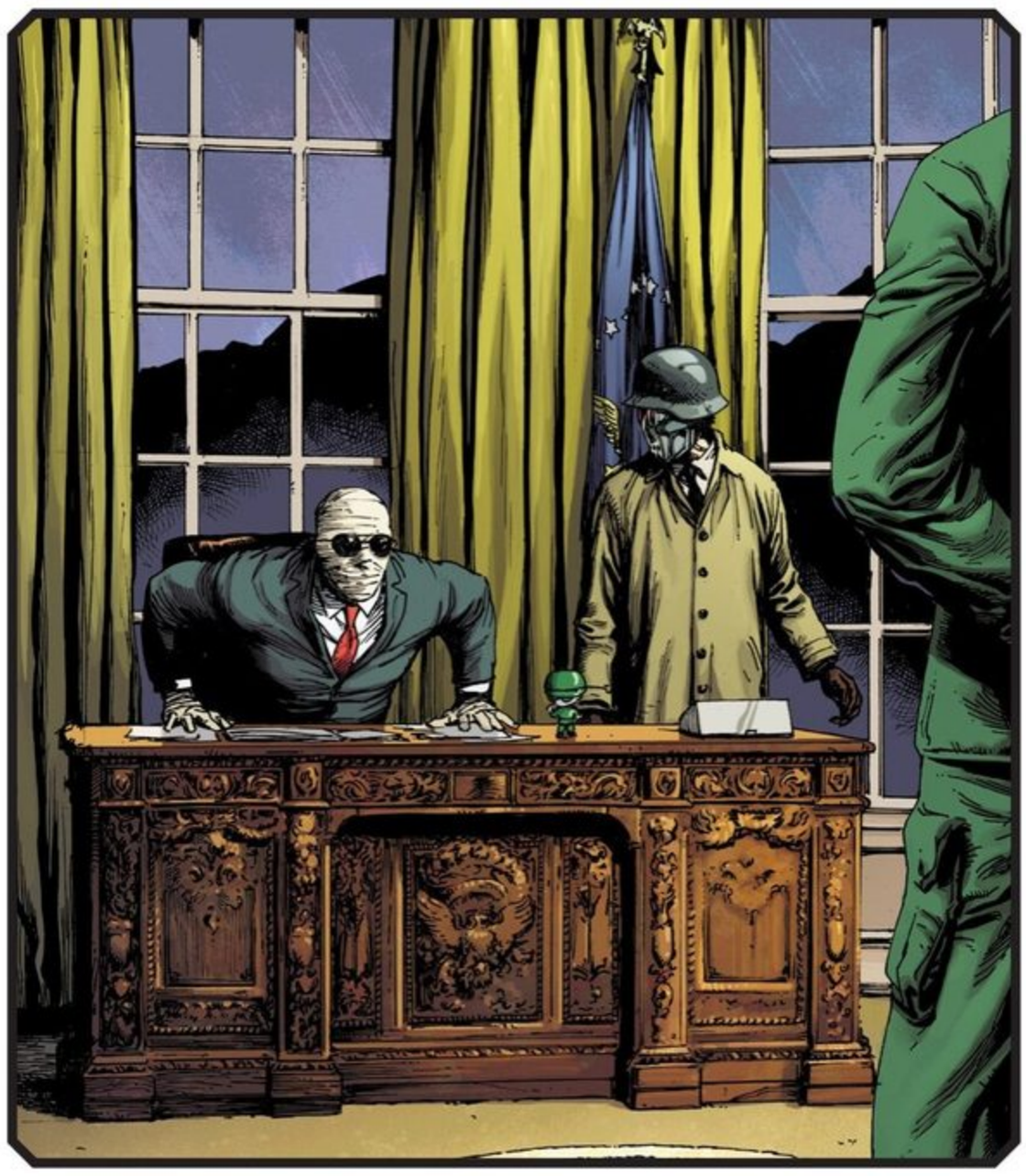
Griffin has recently become intensely focused on locating Tariq Geiger, the nuclear-powered wanderer known as the Glowing Man. To that end, Blackwood has brokered alliances with numerous factions across the wasteland—including the Western Warlords and the mercenary network referred to as the Wastelanders.

Recently, Griffin learned of the existence of another nuclear-powered individual: Ashley Arden, the so-called Glowing Woman, and the reports of her emergence have quickly become a matter of paramount interest to him.

Some within Griffin's inner circle suspect his interest in these "glowing" individuals goes beyond simple control or containment. Whether he sees them as threats, weapons...or something far more significant, the President is not divulging.

ABILITIES: Griffin's greatest weapon is his disciplined, strategic mind. It was no coincidence that he rose to command the remnants of the United States government following the Unknown War.

Due to radiation exposure, Griffin also suffers from a mysterious condition that has left his body badly scarred and permanently wrapped in bandages. The affliction appears to grant him the ability to sense radioactive trails left behind by nuclear-powered individuals. Whether Griffin possesses additional abilities tied to his condition has yet to be revealed. ●



Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

PRESIDENT SARA NASH

BIRTH NAME: Sara Nash
AGE: 54 **HEIGHT:** 5′ 7″
WEIGHT: Like she's telling you.
EYES: Green **HAIR:** Brown
MARITAL STATUS: Widow

FIRST APPEARANCE: REDCOAT #14 (2025)

HISTORY: After serving in the U.S. Army, Sarah Nash became a high school principal. "A tougher fight," is what she called it, compared to her military days. When she turned 50, to surprise her for her birthday, her husband Allan gave her an application for Operation: Overview.

It sends educators and civilians into outer space—62 miles up, just past the Kármán line, where space begins—to change their view of the world.

Astronauts call it The Overview Effect. A shift in awareness from space flight.

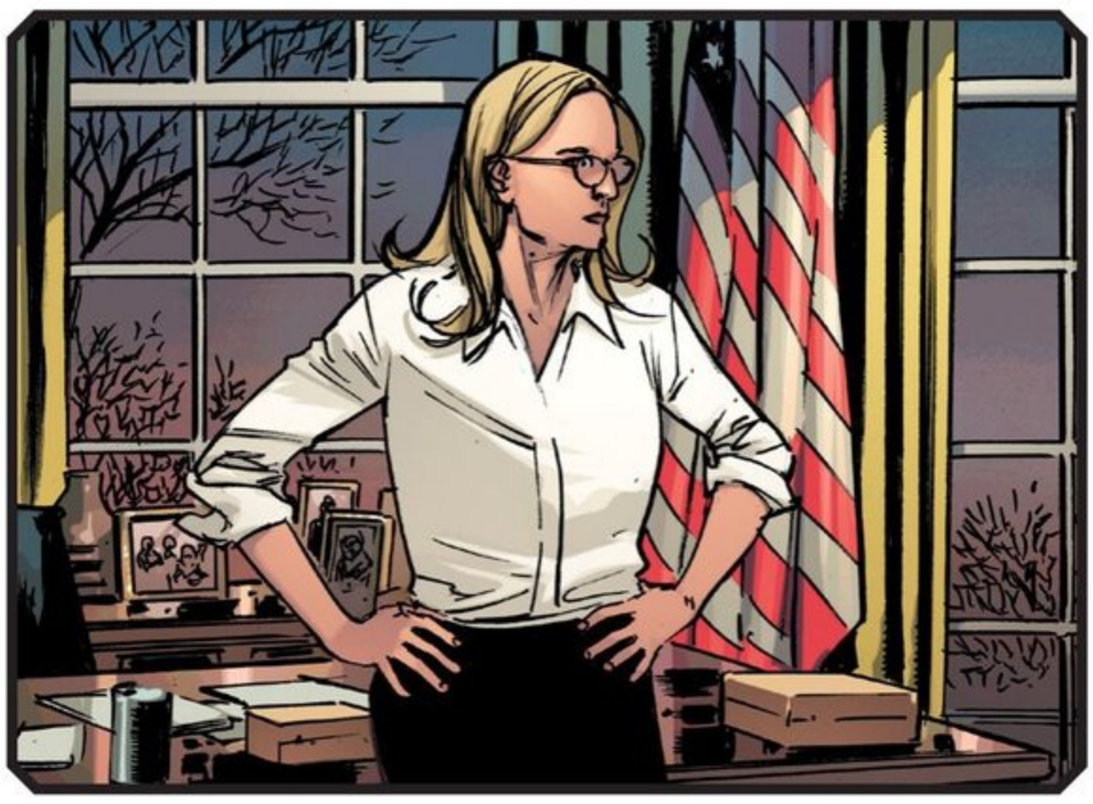
Most civilians go up there and see the world as so big and massive. But Sara's real secret was that it made her feel so small. She wasn't fighting for the whole planet. She was fighting for her family—her husband and young son, Linus.

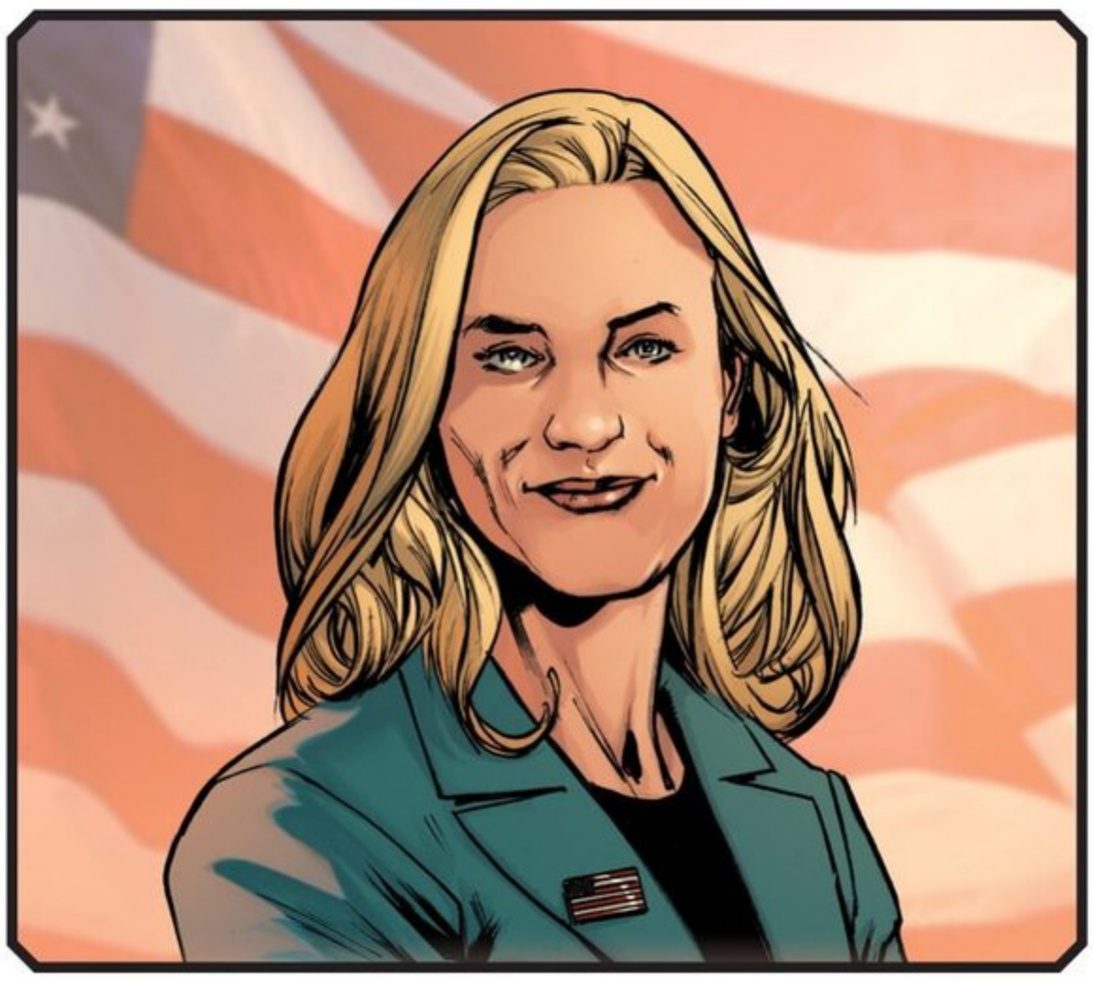
When Sara got back from space, she decided to run for President.

She won.

But after her swearing in, after the Inauguration, what she finds in the White House is far scarier than cutthroat politicians and red tape.

First Ghost is coming.





Text: GEOFF JOHNS. Art: BRYAN HITCH & BRAD ANDERSON.

THE UNNAMED

REDCOAT

BIRTH NAME: Simon Pure
AGE: Forever 27 **HEIGHT:** 6′ 3″
WEIGHT: 205 lbs
EYES: Blue **HAIR:** Blond

FIRST APPEARANCE: GEIGER 80-PAGE GIANT #1 (2022)

HISTORY: Abandoned in a refuse-filled gutter in London's Covent Garden as a baby, Simon Pure was taken in by the Church and handed off to a man paid to raise him. That man was cruel, petty, and efficient in teaching Simon his one enduring lesson: no one gives you anything—you take it. After years of abuse, Simon ran away and never looked back.

By the summer of 1776, Simon was running again—this time from an angry husband, a robbed shopkeeper, and the law. Ducking into a tavern to escape them, he instead found a British Army recruitment post offering food, pay, and promises of safety. Simon took the red coat and tried it on. It fit perfectly and Simon took that as a sign.

Months later, freezing outside Trenton on Christmas night, Simon came face-to-face with George Washington and something far more dangerous than rebellion. After fleeing the battle, he stumbled into a secret ritual led by hooded figures attempting to bind a mysterious force—dubbed the Great Fire by indigenous shamans—to Benjamin Franklin. Simon tumbled into the ceremony, and The Fire chose him instead. The ritual's architects were the Founding Fathers—Washington, Franklin, Jefferson, Adams, and others—members of a clandestine cabal who had already bound the Fire to themselves. Simon's accidental transformation made him something unprecedented: an uninvited immortal, outside their order and beyond their control.

In the aftermath, Benedict Arnold—then still loyal to the cause—found Simon and revealed the truth: Simon had been tied to the same power as the Founders, but without training, purpose, or protection. Worse, if they discovered he had survived, they would likely "correct" the mistake. Believing he may be of some use to him someday, Arnold let Simon go. Simon ran. And he's been running ever since.

Over centuries, Simon has drifted through American history chasing self-preservation, comfort, and distraction—calling it adventure, though most would call it avoidance. Along the way, he's crossed paths with many of history's legendary figures, such as Johnny Appleseed, Annie Oakley, Nellie Two Bears Gates, John Henry, Davy Crockett, Paul Bunyan (and his Blue Ox), and Albert Einstein—whose friendship with Simon began when Albert was just a boy and would become one of the few meaningful connections in Simon's long life.

Another turning point came in 1864, when a man known as The Northerner—and a young enslaved girl named Sarah—forced Simon to confront the cost of standing for nothing. For the first and only time, Simon chose a side, quietly fighting for the Union. He's never spoken of it since.

Simon survives however he can—most often as a thief, cheat, or hired gun—but over the years he's held a staggering number of jobs, including tailor, bounty hunter, riverboat gambler, carnival barker, Pinkerton informant (briefly and poorly), grave robber (he had his reasons), whiskey smuggler, railroad worker, failed actor, postman, and even an extremely short-lived position as a "gentleman assassin" (a profession he was spectacularly unsuited for). Yet beneath the drifting and the cons, Simon is on a reluctant, growing journey—to understand the truth behind the Great Fire inside him. What it is. Why it chose him. What it can truly do. And which—if any—of the Founding Fathers still live...and what they might want with him if they do.

Like all of us, Simon wants to understand just what is life all about?

Maybe we'll find out with him.

ABILITIES: Simon is immortal—he cannot die. Any wound, no matter how severe, eventually heals. But he feels all of it. Pain, suffocation, burning—he experiences every death in full before returning. The process is neither quick nor pleasant, and he remembers each one.

His immortality is tied to the Great Fire, a volatile and poorly understood force carried from the mountains to the plains. Bound to Simon during a failed ritual, it manifests unpredictably—typically under stress, injury, or proximity to other sources of the Fire—appearing as bursts of blue energy. These eruptions can discharge as concussive blasts, heat, or lightning-like force, often without Simon's control.

There are costs to being bound to the Great Fire:

HUNGER: The Fire burns constantly inside him, leaving Simon in a near-perpetual state of extreme hunger that never fully goes away.

VOLATILITY: His powers are unstable and can surge without warning, especially when he's wounded or emotional.

GEOGRAPHIC LIMITATION: The Fire binds him to American soil. Straying too far beyond it causes the immortality to fail—permanently.

Despite lacking natural talent, centuries of repetition have made Simon an exceptional marksman and highly proficient with most weapons developed since the 18th century. His knowledge of history is extensive—if inconsistently remembered—and often useful when he bothers to apply it. As for the full extent of what the Great Fire can do—Simon doesn't know.

And that uncertainty may be the most dangerous thing about him. ●

Text: GEOFF JOHNS. Art: BRYAN HITCH & BRAD ANDERSON.

SAFARI BOB

BIRTH NAME: Bob
(last name unknown)
AGE: Unknown **HEIGHT:** 6′ 4″
WEIGHT: Unknown
EYES: Blue **HAIR:** Brown-gray

FIRST APPEARANCE: GEIGER VOL. 1 #6 (2021)

HISTORY: The man now known as Safari Bob, one of the most powerful of the Western Warlords, keeps his past deliberately shrouded in rumor. It is said he was once a U.S. Marine, though if that is true, little is known beyond it. After the bombs fell during the Unknown War, Bob wandered the ruins like countless other survivors—trading labor for food and shelter, doing whatever was necessary to stay alive. Then one day, Safari Bill, a criminal warlord, took notice of him.

Safari Bill fed Bob, housed him, and began shaping the man into something more. He pushed Bob relentlessly—testing him in brutal physical matches against other recruits, drilling him on the shooting range, and forcing him to sharpen his survival skills in bizarre tests. Bob assumed he was being trained to become one of Safari Bill's soldiers. He was wrong. Safari Bill had created a new form of entertainment for wealthy clients in the wastelands: human hunts. Bob and several other survivors were taken deep into the desert and released as prey while paying customers hunted them for sport. One by one, Bob's companions fell. But Bob alone survived.

He escaped the desert, hunted down the men sent to kill him, and eventually tracked Safari Bill to one of his criminal enterprises—the Safari Casino in Las Vegas. Bob killed him and took over the entire operation, including Bill's casino, mines, and criminal bounty network. From that day forward he adopted the name Safari Bob.

Under Safari Bob's rule, the hunts continue—but the rules have changed. The quarry are no longer innocent survivors. Instead, Bob targets criminals, debtors, and rival enemies. They are given a choice: work in the Safari's mines scattered across the West...or attempt to survive the hunt. They almost always choose the hunt.

Safari Bob maintains one unusual rule in the wasteland: animals are never hunted. The desert's creatures are not prey in his games. In fact, Bob has attempted to find and house animals of all sorts. A group of hunters who flouted his directive were ultimately killed by the mutant animals that live in the High Plains Zoo. Those animals earned Safari Bob's admiration.

Over time, Safari Bob expanded his enterprise far beyond Las Vegas. Today he operates the largest bounty and tracking network in the western territories, dispatching teams of hunters to capture fugitives, debtors, and enemies of rival warlords. Many of the Western Warlords quietly hire Safari Bob's people when they need someone found or brought in—whether that be alive...or dead. When the job requires more manpower, Bob occasionally subcontracts work to the mercenary network known as the Wastelanders.

As for Bob's portly predecessor, the late Safari Bill, he was given a place of honor in the Safari Casino's lobby. Stuffed and mounted, Bill now greets every guest who walks through the doors—an enduring reminder of what happens when someone crosses the house.

ABILITIES: Safari Bob's greatest advantages are his discipline, tactical instincts, and determination to survive. In the wasteland, he has earned a reputation as the greatest hunter of men.

Though tensions between the various Western Warlords often run high, most acknowledge an uncomfortable truth: If someone needs to be found in the West, Safari Bob is the man who finds them. ●

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

THE ST. LOUIS STRAYS

FIRST APPEARANCE: GEIGER #19 (2025)

BASE OF OPERATIONS: The Flooded Mall, Lower St. Louis Ruin-Zone

HISTORY: United from across the United States, The St. Louis Strays are what happens when the world breaks, and children stop waiting for adults to fix it.

Their origins go back to the early days after the blast—half-starved, half-feral, hiding from those who would exploit them. And many did. Until Ashley Arden found them. She liberated them from their captors, fed them, trained them, armed them. Not out of pity, but out of principle. She saw what they could be: not victims, but survivors. Like herself.

Now operating out of the sunken shell of an indoor shopping mall-turned-fortress, the Strays patrol the shattered remains of downtown St. Louis, enforcing their own code with rusted rifles, scavenged armor, and hard-earned discipline. Ashley taught them the rules. Then told them to rewrite them. And they did.

CODE OF THE STRAYS:

The pack eats first.
No stealing from Strays.
If you run, you run with someone.
Don't wait for rescue. Be it.
Protect the little ones. No matter what.

ABILITIES: Each Stray is armed—most with make-shift pistols, bolt-action rifles, or hand-fashioned blades. Some fight with slings, firecrackers, or sharpened spikes. The oldest train the youngest. The fastest set the traps.

They move like shadows, strike in silence, and vanish before reinforcements arrive. Traders tell stories. Warlords now avoid their turf.

Some say they worship Ashley Arden. Others say they don't believe in heroes—but they know what one looks like, because she taught them to become their own. ●

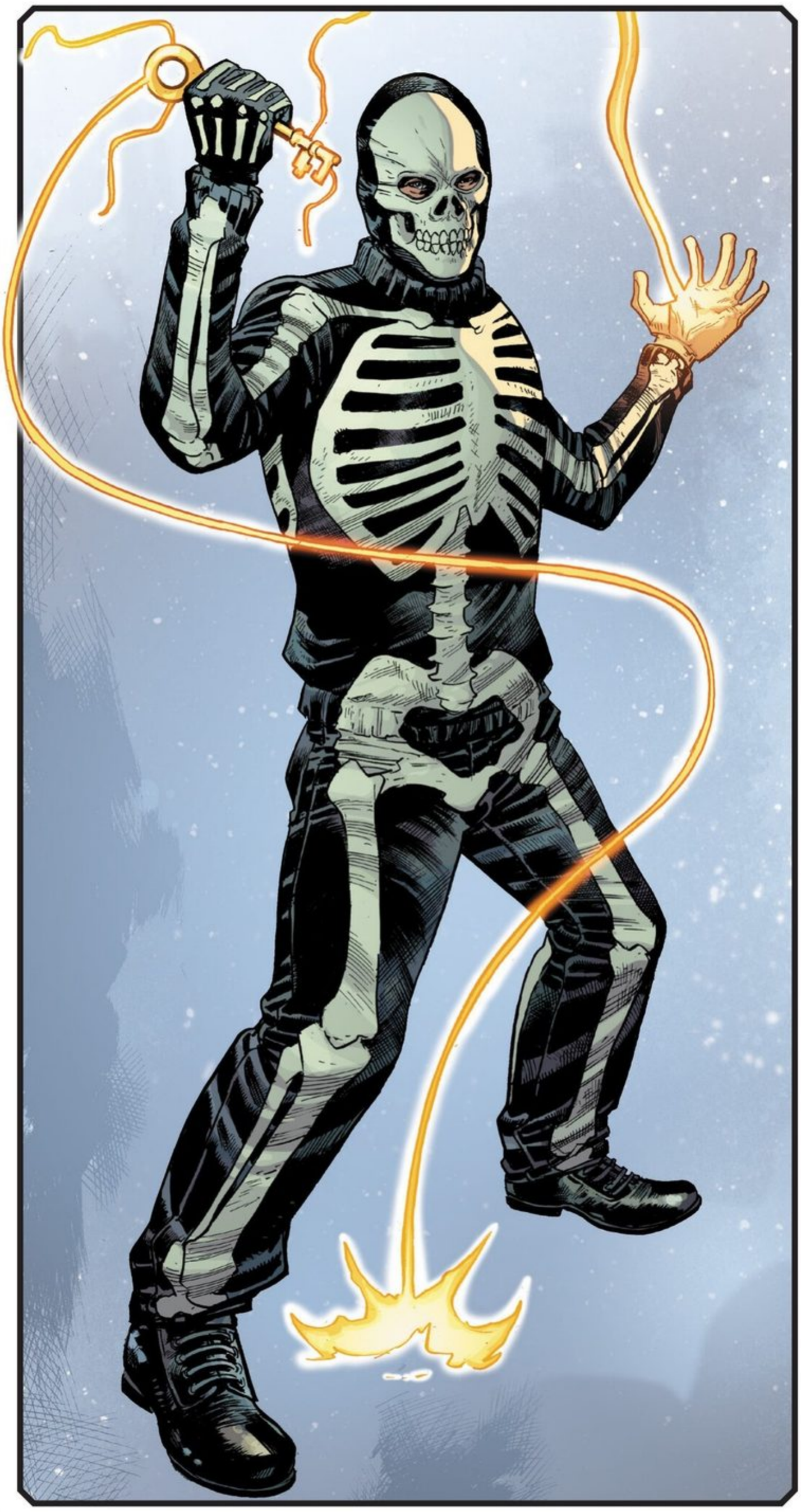
Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

SKELETON KEY

BIRTH NAME: Solomon Benjamin Bache
AGE: Unknown **HEIGHT:** 6′ 1″
WEIGHT: Unknown
EYES: Blue **HAIR:** Brown-gray

FIRST APPEARANCE: REDCOAT #16 (2026)

HISTORY: In the late nineteenth century, the harnessing of electricity captured the imagination of the United States. What had once been a subject of experimentation and speculation was rapidly becoming a force capable of illuminating entire cities and reshaping modern life. Yet alongside legitimate scientific discovery came stranger theories—wild ideas that electricity might unlock far greater secrets, including the power to restore life to the dead.



From this strange moment in history emerged the figure known as Skeleton Key, who was in truth Solomon Benjamin Bache, the great-grandson of Founding Father Benjamin Franklin. A fervent believer in the supernatural potential of electricity, Bache became obsessed with the unfinished experiments and scattered writings of his famous ancestor. Franklin had long speculated that electricity might represent more than a natural phenomenon—that it might be tied to deeper forces governing life itself.

After acquiring Franklin's legendary key from the famous kite experiment—an artifact long rumored to be far more than a simple scientific component—Bache embraced the belief that his ancestor had discovered the secret to conquering death.

In the summer of 1894, Bache emerged publicly for the first time in the guise of Skeleton Key, appearing in a crude skeleton costume and mask meant to symbolize his mastery over life and death.

The key proved to be far more than symbolic. In Skeleton Key's hands, the artifact granted him the ability to summon and direct lightning at will. Wherever he appeared, violent electrical storms followed. Attempting to restore the dead to life, Skeleton Key launched a devastating assault on Philadelphia, unleashing lightning across the skyline in an event later referred to by historians as The Lightning Riot of 1894. His rampage was ultimately stopped through the combined efforts of Simon Pure, Albert Einstein, Annie Oakley, and Nellie Two Bears Gates.

The name Skeleton Key may have been more than theatrical symbolism. Some scholars believe Franklin's key may function as a figurative skeleton key—an artifact capable of unlocking forces tied not only to electricity, but to the boundary between life and death. Some historians claim Skeleton Key died that night in Philadelphia. Others insist the lightning simply changed him into something else. They were right. Simon Pure's encounters with the man known as Skeleton Key were only beginning.

ABILITIES: Bache possesses Franklin's Key, a powerful mystical artifact capable of attracting, channeling, and dispersing lightning at the will of its wielder. The object appears tied to Benjamin Franklin's experiments with electricity and the unseen forces he believed governed the natural world. Though modern science regards electricity as a purely physical phenomenon, Franklin himself occasionally speculated that it might possess far stranger properties.

If Skeleton Key's theories were correct, the artifact may hold powers far beyond the manipulation of lightning—including the possibility of restoring life to the dead. Whether such power truly exists within Franklin's key remains unknown.

Text: GEOFF JOHNS. Art: BRYAN HITCH & BRAD ANDERSON.

THE TIME TANK

FIRST APPEARANCE: GEIGER VOL. 2 #20 (2026)

HISTORY: Very little is known about the origins of the Time Tank.

Though it resembles a World War II–era Panther V tank, the vehicle is something far more advanced...and far more deliberate. It is capable not only of functioning as a traditional armored war machine, but of moving through time itself.

Inside, the tank has been retrofitted to accommodate four of The Unnamed: Tariq Geiger (The Glowing Man), Simon Pure (Redcoat), Malcolm North (The Northerner), and Sylvia "Sleepy" Hollow (Widow X). Red leather seats furnish the interior—one for each of them—and each space has been curated with unsettling precision.

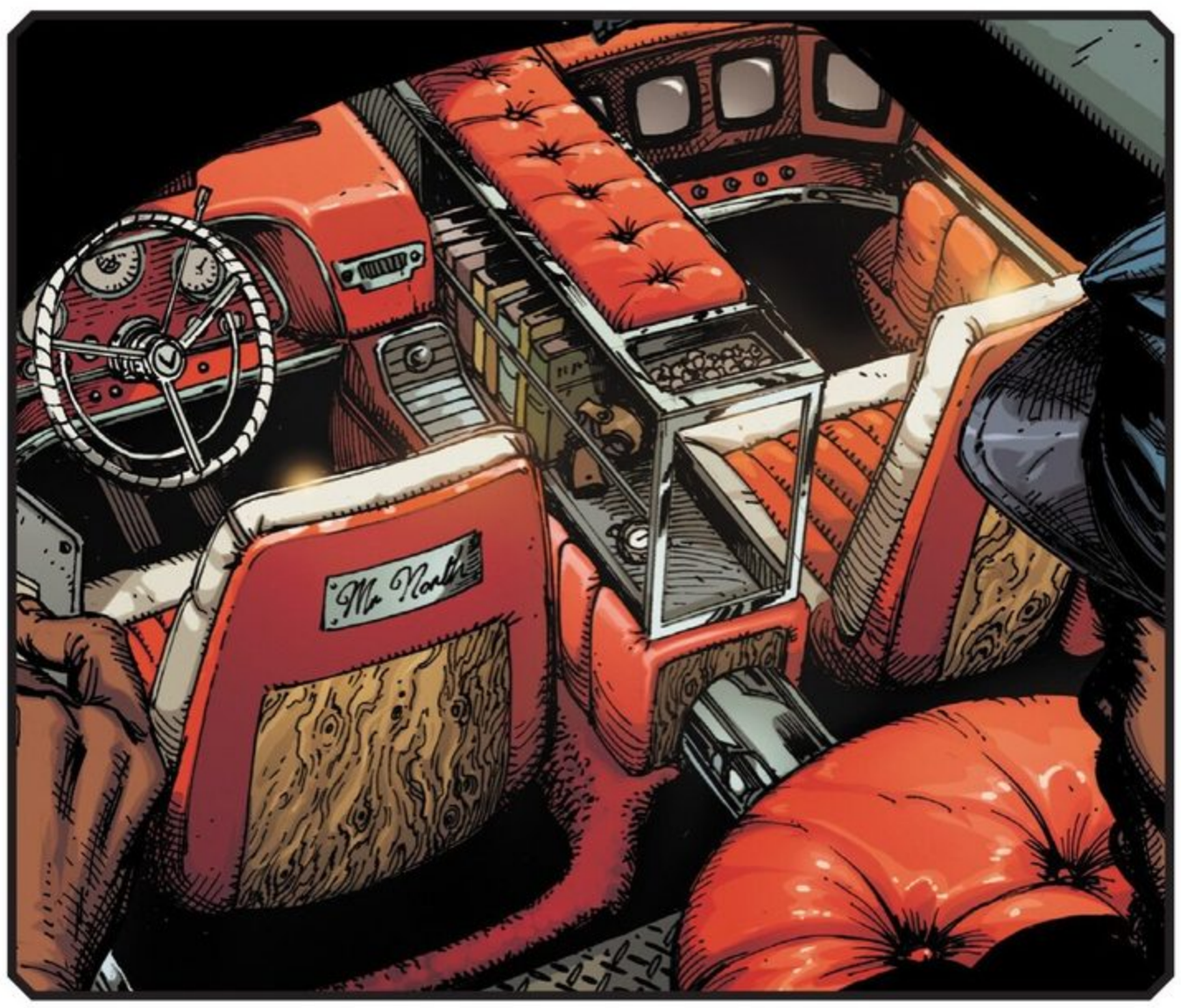
- At Mr. Geiger's station: a photograph of his family before the Unknown War, and a second set of control rods.
- At Mr. Pure's: a preserved apple once tied to the legend of Johnny Appleseed, alongside a photograph of Albert Einstein and other historical items.
- At Mr. North's: history texts stacked neatly beside his brother's compass.
- And at Ms. Hollow's: a single purple rose, in a small vase and impossibly intact.

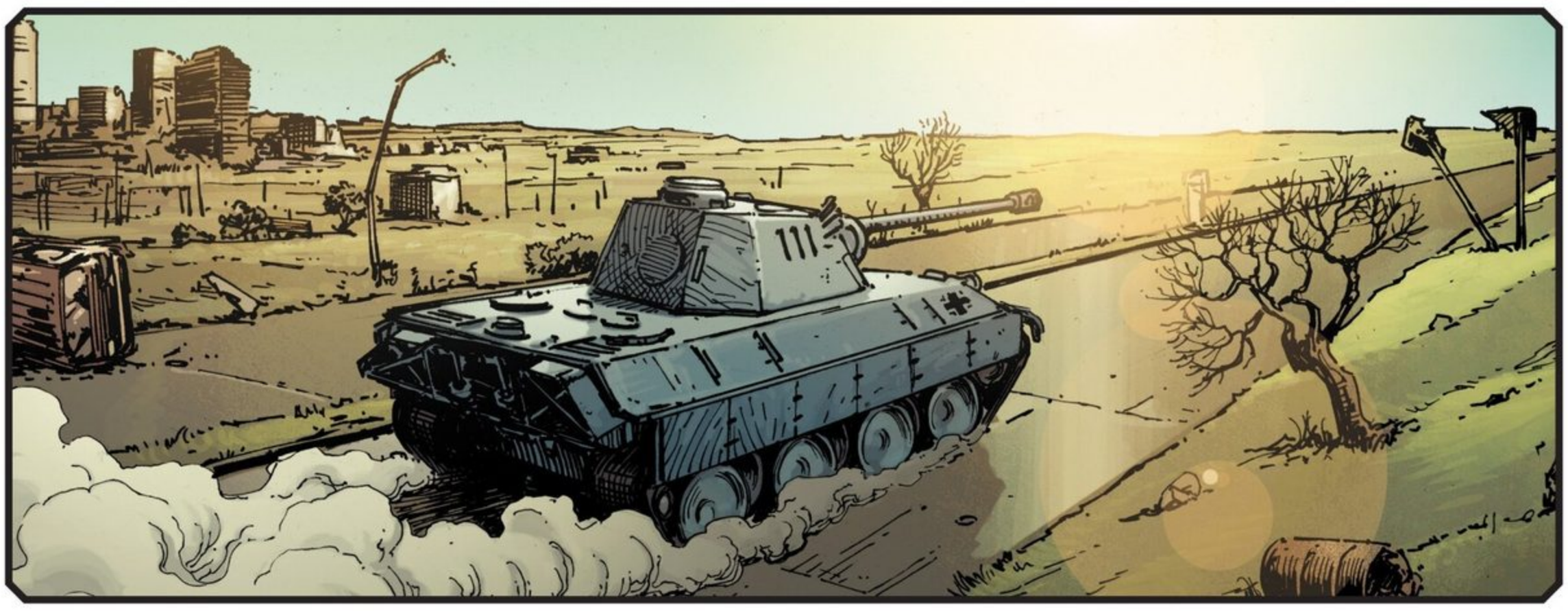
How and why these personal artifacts were acquired—and by whom—remains unknown.

There is also what appears to be an additional standing station—unassigned, but unmistakably intended for the robot soldier known as Junkyard Joe.

But most peculiar of all is a small calendar, perpetually displaying the date: August 36th. What it means remains unknown. What is clear is this: The Time Tank was not an accident.

And someone—somewhere—built it for the soldiers of The Unnamed. ●





Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

THE UNNAMED

WESTERN WARLORDS

FIRST APPEARANCE: GEIGER VOL. 1 #1 (2021)

HISTORY: After the Unknown War, the West didn't rebuild. It reorganized. Seven individuals carved the ruins into a system—not of nations, but of needs. Each controls a critical piece of survival in the wasteland: movement, vice, order, information, flesh. Together, they maintain a fragile balance of power, holding President Griffin and his Eastern United States at bay. Though their influence stretches across the Western states, their center of power—their Washington—is Las Vegas, where alliances are brokered, debts are settled, and the illusion of control is carefully maintained.

No one Warlord can dominate the others. Each depends on the rest.

And each is looking for the moment they won't have to.

1 THE QUEEN

ORGANIZATION: The Camelot

ROLE: Order. Law. Unity.

Before the Unknown War, she was the wife of a U.S. Senator. Now she presides over The Camelot, offering structure where none exists—courts, rules, consequence—and with it, the promise of civilization reborn. To some, she represents peace. To others, submission. She seeks to unify the West under her rule, but her authority is built on loss. Tariq Geiger took both her son and the man who followed him as king, leaving behind a throne many believe is cursed. The Queen rejects that notion. She believes in justice—and in time, in making the West believe in it too. She watches Bonnie Borden's growing influence closely, wary of a power she cannot legislate, while tolerating Nero only because his voice keeps the masses in line...when it suits her.

2 BONNIE BORDEN

ORGANIZATION: The Manhattan Club

ROLE: Distillation. Vice. Currency.

Bonnie Borden runs the stills that keep the West drinking, turning alcohol into currency, comfort, and control. Her distilleries burn across the region, supplying settlements with something to dull the edge of survival. Where Goldbeard delivers, Bonnie determines who receives—and at what cost. Their partnership is one of mutual dependence and growing ambition, giving them reach that rivals The Camelot itself. Loyalty to Bonnie is rewarded like family, but betrayal is answered with finality; those who cross her tend to vanish without a trace. The Queen sees her as a direct threat to unity. Bonnie sees the Queen as someone who still believes power comes from a throne instead of the people.

3 GOLDBEARD

ORGANIZATION: Goldbeard's

ROLE: Transport. Trade. Reach.

Goldbeard controls the arteries of the wasteland, moving food, fuel, medicine, and secrets across distances no one else can survive. His crews travel routes that defy the dead world, and his word carries weight far beyond any single territory. His alliance with Bonnie Borden has made them the most powerful economic force in the West, her product flowing through his network into every settlement worth naming. Even the Queen must account for what they've built together. Still, Goldbeard keeps his distance from the politics of The Camelot, preferring movement to rule. Beneath it all, he remains a father who lost a son, clinging to a drawing and a baseball mitt recovered from Coldwater Prison—reminders of a world he cannot rebuild. These are his most valuable treasures.

4 SAFARI BOB

ORGANIZATION: The Safari

ROLE: Bounty. Retrieval. Enforcement.

Safari Bob operates the largest bounty network in the West, a sprawling system of trackers, scavengers, and killers tied closely to the Wastelanders. He specializes in retrieval—people, objects, information—and has built a reputation for delivering results regardless of distance or difficulty. Alive or not. Every Warlord relies on Bob to settle debts, recover assets, or eliminate problems, which has made him indispensable—and dangerous. He knows who owes what, who's lying, and who's vulnerable. Bob plays all sides because all sides eventually need him, and he is quietly building something of his own with the leverage he collects.

5 MILKY WAY

ORGANIZATION: The Shooting Star

ROLE: Salvage. Tech. Mobility.

Milky Way builds motion in a world that should have stopped. From the bones of the old, she rebuilds cars, aircraft, and machines, bringing them back to life with a style that feels as much performance as engineering. Her factories hum with energy, light, and music, her crews working under her like they're part of something bigger than survival. She is as much presence as she is power—vibrant, magnetic, impossible to ignore—and people are drawn to her as much as to what she creates. Goldbeard depends on her machines to keep his routes alive, while Bonnie's reach expands faster because of her speed. Her fascination with Tariq Geiger is well known, though rarely spoken of directly. Some believe it is curiosity, others something more personal. Whatever the truth, Milky Way has never felt the need to explain herself.

6 KARLOFF

ORGANIZATION: The Karloff

ROLE: Organs. Experimentation. Fear.

A former surgeon, Karloff now trades in flesh. His operations supply the cannibalistic Organ People, harvesting and repurposing bodies into a currency as valuable as any fuel or weapon. For years, he maintained control through precision and fear, but that control is slipping. In the Midwest, the mysterious Organgrinder has begun to rise, disrupting Karloff's networks and pulling the Organ People toward a new leader. The other Warlords watch this shift carefully. If Karloff loses control, something far worse may take its place. Karloff does not panic. He studies, adapts, and prepares—because in his world, everything can be taken apart and rebuilt.

7 NERO

ORGANIZATION: Nero's

ROLE: Entertainment. Propaganda. Myth.

Nero turned survival into spectacle, and himself into its master of ceremonies. His voice carries across the wasteland, loud, charismatic, and relentless as he calls battles like championship bouts, elevating killers into icons and violence into shared experience. He knows every fighter, every rivalry, every moment worth selling—and he makes sure the audience feels it. But Nero's true power lies beyond the arena. Through story, myth, and repetition, he shapes what the West believes about itself.

His relationship with the Queen is one of constant friction. Where she imposes order through law, Nero rewrites it through narrative, turning her victories into legend or mockery depending on his mood. She cannot silence him without losing the people. He cannot replace her without losing the system that gives his stories meaning.

A COMMON ENEMY: The system the Warlords built is delicate by design—a balance of dependence, rivalry, and control that has kept the West intact. Tariq Geiger was never meant to be part of it. He doesn't trade. He doesn't follow rules. He doesn't need what they control.

And that makes The Glowing Man the one thing their system cannot survive. ●

Main art: PAUL PELLETIER, ANDREW HENNESSY, & JOHN KALISZ; Inset: GARY FRANK & BRAD ANDERSON

WIDOW X

NAME: Agent Sylvia "Sleepy" Hollow
AGE: Unknown **HEIGHT:** 5′ 9″
WEIGHT: Unknown
EYES: Violet **HAIR:** Dark brown

FIRST APPEARANCE:
GEIGER #25, VOLUME 2 (2026)

HISTORY: [redacted] s, Sylvia Hollow worked quietly inside the halls of t[redacted]l [redacted] f the Cold War. During several intelligence crises, [redacted] ical – decoding messages long [redacted] a calling her "Sleepy Hollow." [redacted] he was murdered. The killing was tied to a [redacted] the violent political turmoil of the 1960s. [redacted] s Sylvia Hollow refused to accept that.

[redacted] began hunting [redacted] Blackmailing superiors [redacted] stealing it outright – [redacted],

One by one, they died. [redacted] The exact details remain classified, [redacted]

[redacted] unique advantages of an operative [redacted] a covert intelligence program [redacted].

Today, Widow X continues [redacted] Her current handler – Agent May Monroe, [redacted] Agent Monroe has recently begun researching the truth behind her assignment. What she discovers may reveal [redacted]

ABILITIES: In her natural state, Sylvia Hollow exists [redacted] however, Widow X becomes fully [redacted] The gloves appear to function [redacted] something closer to a shadow. [redacted] the most unusual intelligence operative ever deployed. [redacted] gifted linguist and cryptographic analyst, capable of translating multiple languages and breaking complex coded transmissions under extreme pressure. Tho[redacted] with decades of espionage experience, Widow X is as formidable with [redacted].

Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

ZIGZAG

SPECIES: Zebra (*Equus zebra*)
AGE: 1 **HEIGHT:** 5′ 2″ but growing
WEIGHT: 217 lbs. but growing (and quickly!)
EYES: Brown
HAIR: Black with white stripes

FIRST APPEARANCE:
GEIGER VOL. 2 #6 (2024)

HISTORY: Zigzag was born amid the ruins of the High Plains Zoo in upstate Colorado, a grim relic of the world before the Unknown War. The nuclear bombs that ravaged the planet left their mark on the zoo's inhabitants, warping their biology. Over the next 20 years, generations of animals bore the scars of radiation: two-headed beasts, tusked predators, creatures of heightened intelligence, and more. Against all odds, these mutated animals somehow adapted and thrived in the radioactive environment.

The zoo's existence eventually caught the attention of a group of rogue hunters from the post-apocalyptic Las Vegas. Going against Safari Bob's edict, these hunters raided the zoo each month, capturing its creatures for sport, spectacle, and sustenance. Only the "healthy" animals were deemed fit to hunt and eat. Mutated beasts, like Zigzag's parents, became prime targets for these twisted men.

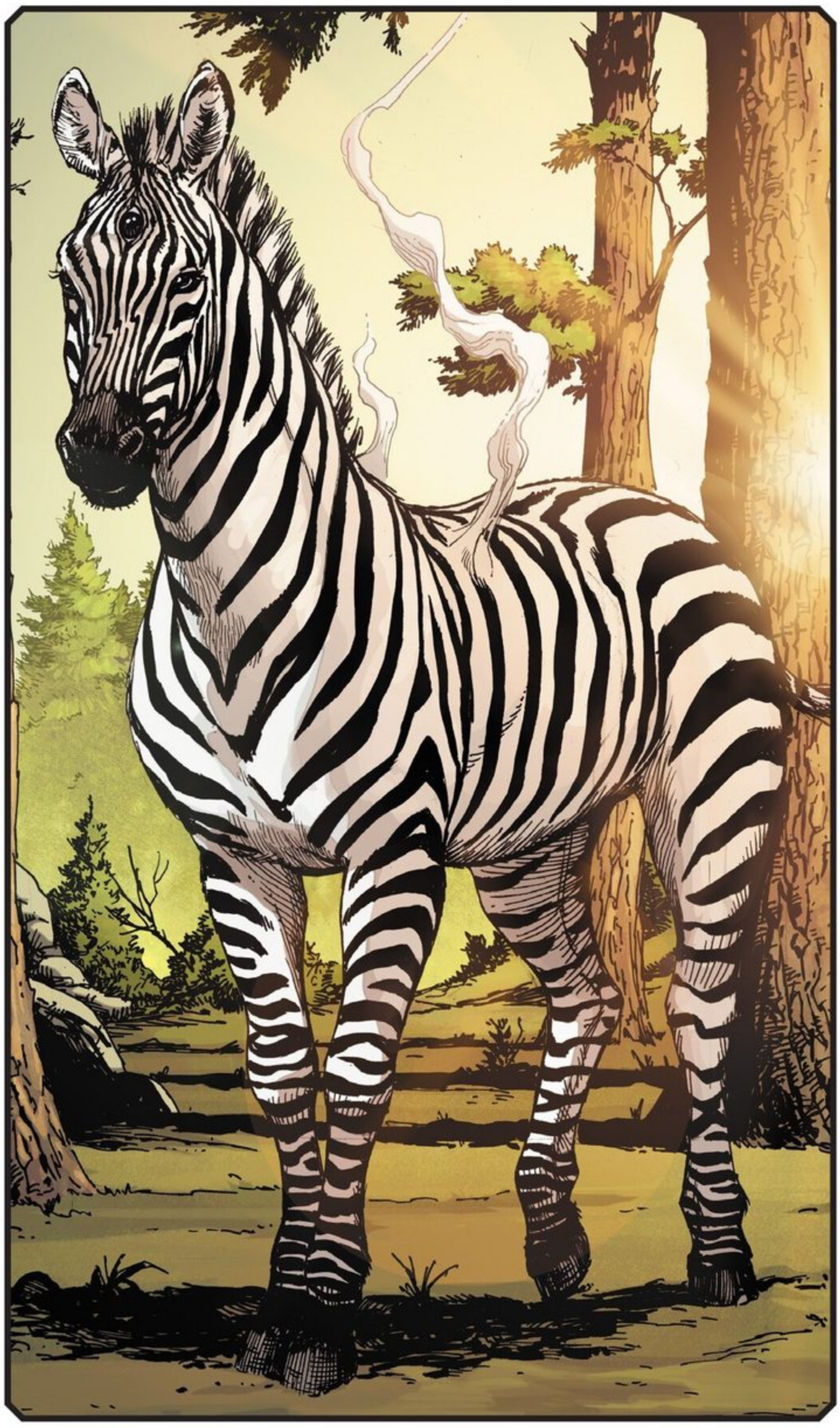
When Barney, a two-headed wolf and one of Geiger's trusted companions, wandered into the High Plains Zoo, he discovered an orphaned foal—Zigzag. Barney, who had lost his own family to the cruelties of the world, empathized deeply with the zebra's plight.

Together, Barney and Zigzag sparked a revolution among the zoo's inhabitants, leading the animals to overthrow their human oppressors and reclaim their sanctuary.

With no family left, Zigzag followed Barney back to Geiger's encampment. There, he met Nate the Nuclear Knight, Geiger's ally. Nate, immediately struck by Zigzag's resilience and unique traits, saw the young zebra as more than just a survivor. From that day forward, Zigzag became Nate's loyal steed and found a home among Geiger's unlikely family.

No one in the world loves Zigzag more than Nate, and few creatures are as loyal as Zigzag.

ABILITIES: Zigzag possesses several remarkable genetic mutations. He matures at an accelerated rate, growing larger and stronger than any ordinary zebra. His third eye, situated on his forehead, grants him unparalleled vision and heightened awareness, making him an exceptional tracker and a formidable ally. Beyond his physical mutations, Zigzag exhibits an extraordinary sense of empathy—a rare gift in their fractured world and a testament to the enduring spirit of life in the face of annihilation. ●



Text: GEOFF JOHNS. Art: GARY FRANK & BRAD ANDERSON.

THE UNNAMED

Throughout history unlikely and strange heroes have risen and fallen. These men and women are a mystery, their identities and lives a secret. But for a Great Evil to be stopped, their stories must be told. From a radioactive family man in the near future to a British assassin during the American Revolution to a robotic killing machine seeking its creator—and more—they are The Unnamed fighting The Unknown War.

IMAGE COMICS

GHOST MACHINE

1776 — REDCOAT BECOMES IMMORTAL

1864 — THE NORTHERNER BEGINS HIS HUNT

1944 — THE MONSTER IS MADE

1972 — JUNKYARD JOE COMES ONLINE

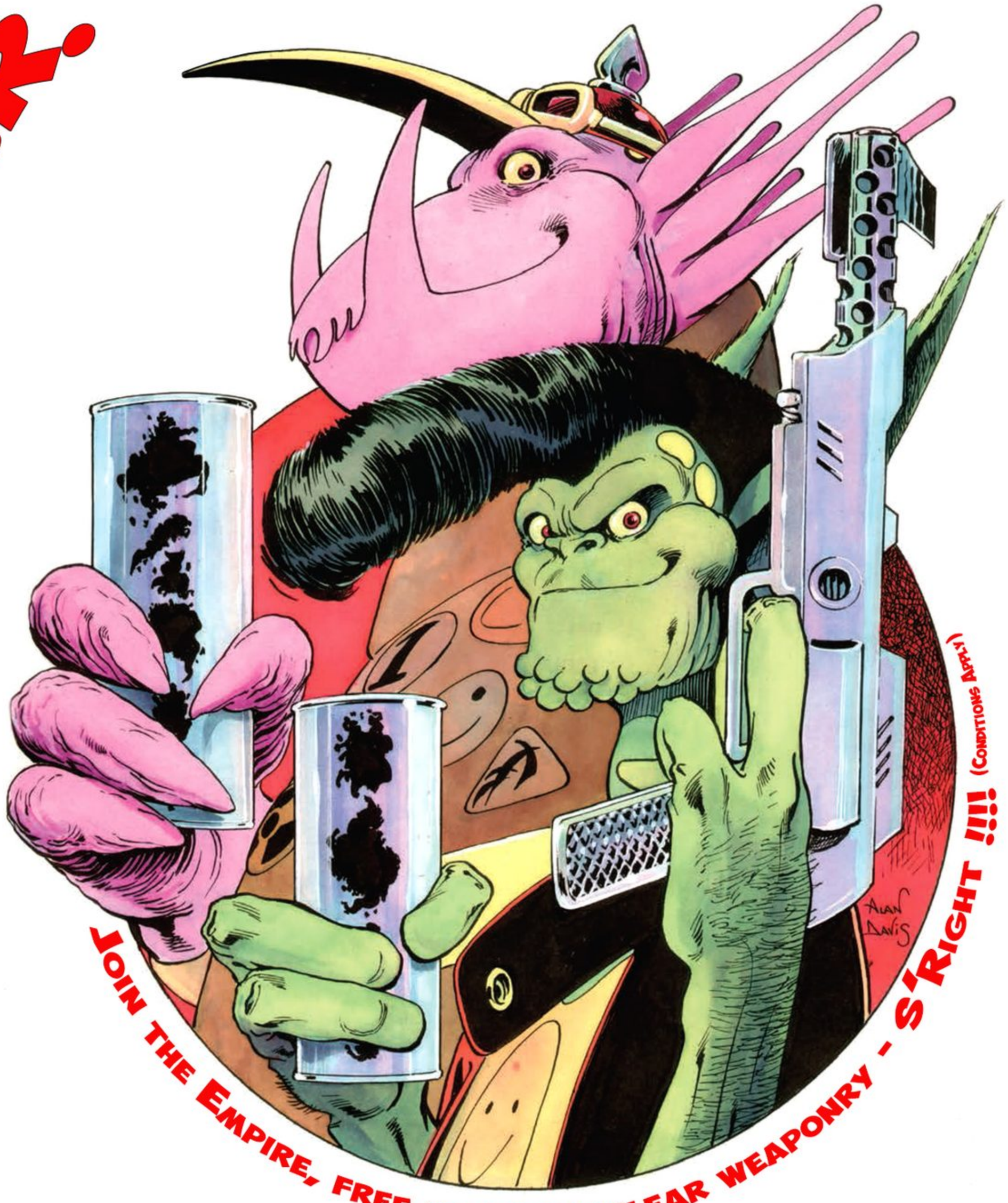
1997 — WIDOWX HAS HER REVENGE

PRESENT DAY — FIRST GHOST IS CAPTURED ON FILM

5 YEARS FROM NOW — THE UNKNOWN WAR ERUPTS

25 YEARS FROM NOW — GEIGER WALKS ACROSS AMERICA

D.R. & QUINCH



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